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Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

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Proof of Purchase
Mercenaries 2: World in Flames™
1572905



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XBOX 360

LIVE



WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see www.xbox.com/support or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

ON FOOT CONTROLS



| ACTION | CONTROL |
|-----------------------------|---------|
| Move | |
| Look/Aim | |
| Fire primary weapon | |
| Switch primary weapon | or |
| Jump | |
| Melee bash | |
| Reload | |
| Action (hijack, talk, etc.) | |
| Support menu | |
| Switch explosive | |
| Throw/Detonate explosive | |
| Sprint | |
| Crouch/Zoom | |
| Binoculars | |
| Pause game | |
| Access PDA | |

VEHICLE CONTROLS

ALL VEHICLES

| ACTION | CONTROL |
|-----------------------|------------------|
| Look/Aim | O |
| Fire vehicle weapon | RT |
| Switch vehicle weapon | RB |
| Exit vehicle | Y |
| Horn (call allies) | B |
| Show cash/Fuel | ○ / ↑ / ↓ |
| Reset camera | ○ |

NOTE: The horn calls friendly faction soldiers to enter your vehicle and/or man a vehicle weapon.

ADDITIONAL CAR/BOAT/MOTORCYCLE CONTROLS

| ACTION | CONTROL |
|----------------|-----------------|
| Handbrake | RT |
| Accelerate | A |
| Brake/Reverse | X |
| Camera mode | ○ / → |
| Reverse camera | ○ (hold) |

ADDITIONAL TANK CONTROLS

| ACTION | CONTROL |
|---------------|----------|
| Move | S |
| Accelerate | A |
| Brake/Reverse | X |

NOTE: Accelerating by pressing **A** also resets the camera to the default position.

ADDITIONAL HELICOPTER CONTROLS

| ACTION | CONTROL |
|---------------|----------------------|
| Ascend | A / RT |
| Descend | X / LT |
| Winch control | ○ / ← |

SETTING UP THE GAME

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. You must create a gamer profile in order to play on Xbox LIVE®.

- To create a new gamer profile, press **X** to bring up the Xbox Guide. Highlight **CREATE NEW PROFILE** and press **A**. Create a profile using the virtual keyboard.
- After your gamer profile is created and saved to a storage device, you can customize your gamer profile and set personal settings. When you are signed in with your gamer profile, achievements will be tracked and game progress can be saved.

PLAYING THE GAME

Hired by Ramon Solano, the richest man in Venezuela, you fight your way onto an island where the leader of the Venezuelan Army, General Carmona, is being held against his will. Once liberated, he joins forces with Solano and the two conspire to overthrow the government, but not before trying to kill you.

People try to kill you all the time, comes with the job, but Solano didn't pay you. He declares himself President, while you declare you will get your money or your revenge even if it means blowing the whole country up.

STARTING THE GAME

To start a new game, choose **NEW GAME** from the title screen.

NOTE: By default, your game may be joined by a friend at any time for co-op gameplay. You may change the default settings to allow anyone, or no-one, to join your game. For detailed information, please refer to the Xbox LIVE section of this manual.

To continue from your latest save game, choose **CONTINUE** from the title screen. You'll continue right where you left off. If your latest save game was during a contract, you'll start back in that contract (including any checkpoints). If you saved between contracts, you'll start at the PMC.

NOTE: If you'd prefer to load a specific save game, you may launch it via **OPTIONS > MANAGE SAVE GAMES**.

SAVING AND LOADING

By default, your game is automatically saved whenever you make significant progress. If you'd prefer to manage your saves manually, you can disable the autosave feature in **OPTIONS > GAME**.

GAME SCREEN



WWW.EA.COM

MEET THE MERCS

Before you start operating in Venezuela, you have to choose a mercenary to play as. There are three mercs to choose and each of them has special characteristics, so choose one that best fits your playing style.

MATTIAS NILSSON

Special Ability: Regenerates Health Faster

Mattias thrives on chaos. He loves it when governments collapse and things get crazy. He hates and doesn't care for people in general, but something shows a soft spot for the little guy, trying to get by. He doesn't care about his personal safety, doesn't care if he lives or dies. He just likes having fun.

CHRIS JACOBS

Special Ability: Carries More Ammo

Chris is a hearty, larger-than-life figure. Faced with the worst that mankind can do, Chris reacts with a wry smile and a smartass remark. He doesn't expect any better. His only problem is figuring out who the bad guys are—it used to be easy! Now he's not so sure.

JENNIFER MUI

Special Ability: Runs Faster

Mui (Jen only to her friends) is the most expensive mercenary on earth. If it seems like she focuses on money and nothing else, it's because she focuses on money and nothing else. She finds it amusing that there are people dumb enough to think anything else is important.

THE PMC

Now that you've picked a merc, it's time to set up shop. The PMC (Private Military Company) is the mercenary company that you will assemble while operating in Venezuela. In-game, the term PMC is used to refer to both your base of operations (the location where you set up the company), and the people and components that make up the PMC. Let's go over those now.

RECRUITS

Recruits are mercs-for-hire in Venezuela who can be persuaded to join your PMC—if you're willing to help them out first! Recruits provide all kinds of operational support, such as:

- Delivering supplies out in the field.
- Offensive air support.
- Custom-made vehicles.
- Extraction of valuable resources out in the field (cash, fuel, even air strike munitions!).
- Transit between distant locations.
- And more...

Recruits can also provide you with good advice on operating in Venezuela. Once recruited, just go up and talk to them!

FIONA TAYLOR

You'll start the game with one mercenary already recruited: Fiona Taylor. Fiona has been working with you loyally as a partner since your North Korean contracts and provides unparalleled logistical support. Some of Fiona's functions include:

- Making contacts with and getting work from factions in Venezuela.
- In-the-field help with contract objectives.
- Obtaining additional satellite coverage throughout the country.
- Hacking into military offensive weapon systems to call in rogue air strikes!
- Support recommendations based on tactical evaluation of contract terms.

Perhaps most importantly, Fiona has a comprehensive grasp of your long term objectives: if you ever feel lost on what to do next, talk to Fiona at the PMC and she'll point you in the right direction.

STOCKPILE

Your PMC location is also the home of your stockpile, a giant vault of weapons, vehicles, air strike munitions, and other supplies. We'll talk about how to acquire and use stuff from your stockpile in a little bit.

FUEL

Remember those cool recruit functions we talked about? Well, many of them require fuel. Fuel is the real currency in Venezuela and without it you'll be relying a lot more on shooting your assault rifle than calling in cluster bombs! You can acquire fuel in a couple of different ways: by destroying vehicles and by stealing it!

The method involving destroying vehicles is self-explanatory: aim, shoot, explode, and viola!—a fuel tank containing a small amount of the valuable stuff appears that you can collect on the spot.

Stealing fuel requires more work but you'll collect a whole lot more of it all at once. First of all, we're talking about big tanks of fuel here so if you haven't recruited a helicopter pilot, don't even think about it. If you do have a pilot on staff, all you have to do is get up next to the tank, tag it, and call your pilot in to winch it out of there. Be forewarned: you're stealing this fuel so if anyone sees you do it they'll consider your action a hostile act! Fuel is stored at the PMC. Initially you won't have that much storage capacity but you can buy more capacity from the factions you do business with in Venezuela.

PDA

Your mercenary carries a PDA that contains a lot of important information. You can open the PDA at any time by pressing **Q**. The PDA is divided into three modes, which you can switch between by pulling **DPAD**.

MAP MODE

By default, the PDA opens in map mode.

- Move **DPAD** to scroll around the map.
- Target any item and press **Q** to get detailed information on that item.
- Press **Q** to get detailed information on the work you have available. If you're currently on a contract, you'll be taken directly to the contract details. Otherwise you'll be taken to a list of all the factions you've made contact with. You can browse this list to see the work that's available for you to do, the rewards for that work, and the stockpile items that Fiona recommends for each contract.
- Press **Q** to place/remove a GPS beacon on your destination. You can then follow the GPS route marked on your radar.

NOTE: Be sure to check the Fiona's recommendations before accepting a contract. She'll usually have good advice about the type of support you'll need (such as specific vehicles, weapons, or airstrikes). You don't have to take her advice, but you might regret it if you don't!

STOCKPILE MODE

Stockpile mode lists all the cool stuff you've purchased or collected so far. To use items from your stockpile, you need to equip them to your support menu first.

To equip an item to your support menu, select it in the list and press **Q**.

INFO MODE

Use info mode to check:

- | | |
|-----------------|--|
| Factions | You can quickly see your standing with a faction by checking the faction gauges. |
| Log | Contains a running log of conversations and notifications. If you miss something Fiona just said, check the log. |
| People | Contains bios of important people you've met. |
| Score | Shows you information on your progress through the game. |

SUPPORT

It's best to think of support as expensive, offensive toys for mercenaries. Within a moment's notice you can have one of your recruits chauffeur you throughout the country, deliver a custom-built sports car with a mounted rocket launcher right to your feet, and drop a forest-incinerating Daisy Cutter bomb on unsuspecting enemies nearby—why use an assault rifle when you can deliver a couple of tons of ordinance down on someone's head?

Let's run through the basics:

USING THE SUPPORT MENU

Your support menu is populated with support options that you've equipped from your stockpile. Open and scroll through the support menu by pressing **DPAD** and select the option you want to use by pressing **Q**.

Each entry in the menu displays the following important information:

- An icon representing the type of support item it is (e.g., jet for an air strike, tank for a tank delivery, etc.).
- The quantity of the item in your stockpile (nothing is displayed if the item does not have a quantity).
- The amount of fuel required to call in the item.
- The type of designation used to call in the item—we'll cover this in a minute.

If any of this information is displayed in red, that means there is a problem preventing you from calling in the support.

- If the menu icon is obscured by a red SAM or JAM diamond, this means that there is a surface-to-air missile or satellite jamming vehicle nearby—you must destroy the vehicle in order to call in the support.
- If the menu icon is obscured by a red XO, this means you've depleted your stockpile reserves of the item and need to acquire more.
- If the fuel droplet is red, this means you do not currently have enough fuel to call the support in.

TYPES OF SUPPORT

AIR STRIKES

The granddaddy of all offensive support options! Air strikes come in a variety of different flavors, from strikes that carpet an entire area with rockets to salvos that destroy all enemy aircraft within a generous radius. Your current set of air strikes and their specific functions can be viewed in the stockpile mode of the PDA.

ACQUIRING AIR STRIKES

There are a variety of ways to acquire air strikes for your stockpile.

- Buy them from faction shops at outposts. We'll cover these shops in the upcoming Factions section.
- Receive them as rewards from a faction. Factions occasionally grant you free air strikes for your stockpile after you complete work for them.
- Steal them. You can steal munitions you find in the world just like you can fuel, but don't let anyone see you do it! You can also shoot munitions to create an on-the-fly air strike in the field!

On occasion factions may provide you with free air strikes that are depleted from their stockpile, not yours! In those cases the number of free strikes available is indicated under the strike in the support menu.

DESIGNATING AIR STRIKES

Depending on which strike you choose, you must designate where you want to the strike to come in. There are four types of designation:

- Satellite** Allows you to use a satellite camera to pan around the nearby geography to designate the target from afar.
- Laser** Point the laser at a target, hold it steady, and wait for the payload to come in.
- Beacon** Immediately tosses a sticky-beacon against the object in front of you as a homing device for the strike.
- Smoke** The simplest of designators... toss it on the ground and run like hell!

VEHICLE AND SUPPLY DELIVERY

In addition to air strikes, you can purchase vehicles (cars, APCs, tanks, boats, and even helicopters) and supplies (like weapons, health and C4 explosives) that can be stockpiled at the PMC and delivered out to you in the field when you need them. There's nothing quite like having a tank dropped in to your current location to turn the tide of battle your way!

ACQUIRING AND CALLING IN VEHICLES AND SUPPLIES

Acquiring and delivering in vehicles and supplies (like health, rifles, and C4) is a simpler process than air strikes; you can get them from factions (either through purchasing them or receiving them as rewards) and you always designate where you want them dropped with smoke.

TRANSIT

If you recruit a helicopter pilot, he'll be able to take you to various locations throughout Venezuela very quickly. With the exception of the PMC, most of these locations are not available immediately and require one of the following two steps to utilize for transit:

- Visiting a faction contact for the first time.
- Taking over an outpost for a faction.

Each transit costs a small amount of fuel.

FACTIONS

There are several different factions struggling for control of the hearts, minds, and most importantly, valuable resources present in Venezuela. Making contact with factions and working with them is not only the best way to gain critical information about what to do next, it's also the best way to acquire cash, guns, vehicles, supplies, and air strikes.

Fiona is always on the lookout for new factions to make contact with. Return to the PMC often to talk with her and see if there are any new factions available to do business with.

CONTRACTS

All factions offer contracts. These are missions that you can accept from factions that not only provide you with valuable information but also pay you a lump of cash. And, completing contracts for a faction makes them happy with you—more on that in a moment.

You can accept a contract by visiting the HQ or outpost of the faction that is issuing the contract. If you're not currently working on a contract, open your PDA and press **F** to learn about all of the available contracts from all known factions.

BOUNTIES

Once you complete some work for a faction, they'll offer you bounties. Bounties are objectives you can complete at any time in the world whether you're currently on a contract or not. Completing bounties earns you cash, a positive mood (relationship) with the faction, and more often than not, free stockpile items and support unlocks that allow you to purchase new items from the faction's shops.

Here are some of the bounties that factions offer:

Standing Bounties

Each faction has a standing offer to eliminate members of their opposing faction—this is the easiest way to get on the good side of a faction you've pissed off!

Destroy Targets

Every faction has a set of targets they want blown to smithereens! What more could you ask for?

High Value Targets

All of the factions have a set of HVT targets that they'll pay for you to capture or kill. Keep in mind that if you kill the HVT you only get half of the stated bounty!

OUTPOSTS

In order to expand their operations in Venezuela, factions need to acquire outposts. Every faction offers you special outpost contracts in which you must help them capture the outpost from enemies. Capturing outposts for the faction has these benefits:

- The outpost becomes occupied by a faction contact who can often offer you work and always sell you support.
- A landing zone becomes available near the outpost that you can transit to for speedy travel around the country.

MOOD

Every faction has the capacity to be friendly, neutral, or hostile towards you (with the exception of the VZ who are always hostile towards you). These moods have various benefits and penalties:

FRIENDLY

You enjoy deep discounts on items available from the faction's shops. While in a vehicle with open seats, pressing **E** to honk your horn calls members of that faction into available seats in your vehicle. These guys also help you fight against members of opposing factions! Some contracts are only available when a faction is friendly.

NEUTRAL

The faction offers you work.

HOSTILE

- The faction shoots at you on sight.
- The faction denies you transit to their landing zones and entry into their HQs and outposts.
- If you're reported while your standing with a faction is hostile, they call for backup—more on reporting in a moment.

You can gain friendly status with a faction by completing contracts and bounties for them. The only way to lose your standing with a faction is to be reported.

REPORTING

Reporting can occur when units of a faction witness you killing their comrades or destroying their buildings. If a unit decides to report you, they will be designated on the radar by pulsating blip and a reporting countdown will begin. If you kill the unit before the end of the countdown, you will prevent the report. If you don't, the report will be successful and your mood with the faction will be negatively affected.

Additionally, if you are reported while your standing with your faction is hostile, or if their mood degrades to hostile, the faction will call for backup. Backup arrives in the form of hostile, troop-carrying APCs and helicopters!

XBOX LIVE®

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FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to www.xbox.com/familysettings.

COOPERATIVE PLAY

In *Mercenaries 2: World in Flames* you and a friend can play together to defeat Ramon Solano. If you join a game in progress you can keep the money and fuel you earn. If you start a game, having a friend along is both helpful and fun! Best of all, together both players can earn co-op only Achievements.

STARTING A COOPERATIVE GAME

Mercenaries 2: World in Flames features seamless, drop-in/drop-out, cooperative play. There are no special steps required to start a multiplayer game. Any time you are playing single-player your game is automatically joinable by other guests that match your Privacy settings.

PRIVACY SETTINGS

- Friends** Only those on your Xbox LIVE Friends list are allowed to join your game.
- Invitation** Only those guests specifically invited to your game are allowed to join. Invites can be sent using the Invite option in the pause menu or through the Xbox LIVE Dashboard.
- Anyone** Any guest is allowed to join your game.



JOINING A COOPERATIVE GAME

Joining another player in Cooperative Play is easy. Once you select the JOIN GAME option from the main menu you are presented with three ways to find an available game:

- Quick Match** This matches you with any available game and is a great way to meet new players.
- Custom Match** This helps you find a game based on more refined search criteria.
- Friends Lobby** Use this option to join a friend's game in progress. Anyone on your Xbox LIVE Friends list currently playing *Mercenaries 2: World in Flames* appears in this lobby.

NOTE: You can keep the cash you earn when you join a friend's game. Check the Search Results screen for details.

PRO TIPS!

- You need a grappling hook to hijack helicopters.
- You need to take out any turret gunners before you can hijack a tank.
- Click  to access zoom mode on a sniper rifle.
- Use vehicle disguise to gain access to faction-controlled areas—be careful, hostile acts will break your disguise!
- Tanks have weak points (look for the exhaust haze!).
- Try destroying an air strike munitions dump instead of extracting it—it's like calling in a strike without the fuel!
- If you're on foot and an object is blocking your path, you can press  to melee bash it out of your way.
- Explore the world—there are tons of cash, fuel, spare parts, and air strike munitions to find out there!
- Collecting spare parts unlocks special vehicles that your mechanic can build for you.
- Alarms "wake up" nearby enemy-occupied buildings—try to prevent enemies triggering the alarms or you will have to destroy the nearby buildings in order to stop them attacking you!
- Some actions have permanent consequences. Some paths through the game may not permit you to achieve a 100% completion statistic. If you want to get 100% complete—think before you act!

LIMITED 90-DAY WARRANTY

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